

# CARL NORDHOLM

Game Programmer

## CONTACT

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## SKILLS

C++, C#

Unity, Unreal Engine

Dear ImGui

PhysX

Visual Studio, VS Code, Rider

YouTrack, Taiga, Goodday

Perforce, Github

VR / AR Development

Steamworks API

## LANGUAGES

Swedish - Native

English - Professional

## HOBBIES

Sailing

Video Games

3D Modeling

## RELEASED GAMES

High Frontier 4 All

Nothing Strange Here Demo

## EDUCATION

### Game Programmer

The Game Assembly (2022- 2025)

Higher Vocational Education

- Developed 8 game projects (5 using C++ inhouse engines, 2 using Unity, 1 using Unreal) in multidisciplinary teams of around 13 members. Primarily created front end systems, gameplay and tools.
- Created C++ game engine using DirectX 11 API and ImGui for tool implementation.
- Specializing in gameplay and tools development.

### Design- and Product Development

NTI Gymnasiet Odenplan (2019 - 2022)

High School

- Programming in C#.
- Basic 3D modeling and animation in Blender and Maya.

## WORK EXPERIENCE

### 3D Model Designer

Marklinofsweden (2021 - 2023)

- Designed 3D-printable models that were featured and sold by the YouTuber Marklinofsweden.

### Sailing Instructor

Scouts and Skeppsholsgården (2021 - Present)

- Working in different teams to teach sailing and life at sea. Strengthening collaboration, leadership, and communication skills.

### Game programmer intern

Ion Game Design (2024 - 2025)

- Contributed to the development and maintenance of the game High Frontier 4, focusing on both back-end systems and front-end interface design.
- Enhanced critical networking systems, including the command system, to improve performance and reliability.
- Coordinated with other developers to ensure technical systems integrated smoothly with gameplay and long-term project needs.

### Lead UI/UX Designer

Dandelion Developers (2025 - Present)

- Design, create, and implement UI systems and their supporting backend for Nothing Strange Here.
- Rework legacy UI architecture to improve performance, maintainability, and scalability.
- Collaborate across disciplines to ensure the interface clearly supports gameplay and narrative goals.